

BLINDED

- Can't see
- Fail ability checks requiring sight
- Disadvantage on attack rolls
- Advantage on attack rolls against you

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

GRAPPLED

- Speed = 0
- No bonus to speed
- Ends if grappler incapacitated
- Ends if effect removes grappled creature from reach of grappler or grappling effect

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

CHARMED

- Can't attack or target charmer with harmful abilities or magic
- Charmer has advantage on rolls to socially interact

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

INCAPACITATED

- Can't take actions
- Can't take reactions

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

DEAFENED

- Can't hear
- Fail ability checks which require hearing

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

INVISIBLE

- Impossible to see without the aid of magic or special sense
- For hiding - the creature is heavily obscured
- Can be located by any noise it makes
- Advantage on attack rolls
- Disadvantage on attack rolls against you

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

FRIGHTENED

- Disadvantage on attack rolls and ability checks whilst in line of sight of source of fear
- Can't willingly move closer to source of fear

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

PARALYZED

- Incapacitated - Can't move or speak
- Fails Strength and Dexterity saving throws
- Advantage on attack rolls against you
- Attacks that hit from within 5' is a critical

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

GRAPPLED

BLINDED

INCAPACITATED

CHARMED

INVISIBLE

DEAFENED

PARALYZED

FRIGHTENED

PETRIFIED

- Creature and any object wearing or carrying is turned to solid substance - usually stone
- Weight is 10x
- Incapacitated - Can't move or speak
- Unaware of surroundings
- Advantage on attack rolls against you
- Fail Strength and Dexterity saving throws
- Resistance to all damage
- Immune to poison and disease (but if already in system it is just suspended).

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

STUNNED

- Incapacitated - Can't move
- Speak only falteringly
- Fails Strength and Dexterity saving throws
- Advantage on attack rolls against you

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

POISONED

- Disadvantage on attack rolls and ability checks

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

UNCONSCIOUS

- Incapacitated
- Can't move or speak
- Unaware of surroundings
- Drops whatever holding
- Falls prone
- Fails Strength and Dexterity saving throws
- Advantage on attack rolls against you
- Attacks that hit from within 5' is a critical

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

PRONE

- Movement = crawl
- Ends by standing up
- Disadvantage on attack rolls
- Advantage on attack rolls against you from within 5, otherwise disadvantage

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

Restrained

- Speed = 0
- No bonus to speed
- Disadvantage on attack rolls
- Advantage on attack rolls against you
- Disadvantage on Dexterity saving throws

D&D: PHB. Wizards of the Coast, 2014 p290-292 / SRD <https://5thsrd.org/>

STUNNED

PETRIFIED

UNCONCIOUS

POISONED

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RESTRAINED

